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Descrizione fisica	1 online resource (394 p.)
Altri autori (Persone)	FiandesioLuciano
Soggetti	Groovy (Computer program language) Object-oriented programming languages Electronic books.
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Note generali	Includes index.
Sommario/riassunto	Java and Groovy go together like ham and eggs, and this book is a great opportunity to learn how to exploit Groovy 2 to the full. Packed with recipes, both intermediate and advanced, it's a great way to speed up and modernize your programming. Simple and more advanced recipes to cover a broad number of topics and challenges With scores of practical examples, this book will help you to build efficient, flexible, and well-integrated systems Solve everyday programming problems with the elegance and simplicity of Groovy 2 In Detail Get up to speed with Groovy, a language for the Java Virtual Machine (JVM) that integrates features of both object-oriented and functional programming. This book will show you the powerful features of Groovy 2 applied to real-world scenarios and how the dynamic nature of the language makes it very simple to tackle problems that would otherwise require hours or days of research and implementation. Groovy 2 Cookbook contains a vast number of recipes covering many facets of today's programming landscape. From language-specific topics such as closures and metaprogramming, to more advanced applications of Groovy flexibility such as DSL and testing techniques, this book gives you quick solutions to everyday problems. The recipes in this book start from the basics of installing Groovy and running your first scripts and continue with progressively more advanced examples that will help

you to take advantage of the language's amazing features. Packed with hundreds of tried-and-true Groovy recipes, Groovy 2 Cookbook includes code segments covering many specialized APIs to work with files and collections, manipulate XML, work with REST services and JSON, create asynchronous tasks, and more. But Groovy does more than just ease traditional Java development: it brings modern programming features to the Java platform like closures, duck-typing, and metaprogramming. In this new book, you'll find code examples that you can use in your projects right away along with a discussion about how and why the solution works. Focusing on what's useful and tricky, Groovy 2 Cookbook offers a wealth of useful code for all Java and Groovy programmers, not just advanced practitioners.
